

BBC TELEVISION SERVICE

CAMERA SCRIPT

BBC 1

23/64/3139

"DR. WHO AND THE SENSORITES"

SERIAL 'G'

EPISODE 5

'KIDNAP'

by

Peter R. Newman

Producer Verity Lambert
Assoc. Producer ... Mervyn Pinfield
Director Frank Cox
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A.F.M. Valerie McCrimmon
Dawn Robertson
Secretary Cordelia Crawshaw

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Make-Up Sup: Jill Summers
T.M.1 Peter Murray
T.M.2 Reg Callaghan
Sound Sup: Jack Brummitt
Vision Mixer Clive Doig
CREW TEN
F.A. Bernard Havard

DESIGNER: RAYMOND CUSICK

CAMERA REHEARSAL - FRIDAY 26th JUNE - STUDIO 'D' I.G.

Camera Rehearsal	10.30 - 1.00 pm
LUNCH	1.00 - 2.00 pm
Camera Reh. (With TK-6 from 2.15 pm) ..	2.00 - 7.00 pm
Tea Break (Approx.)	3.45 - 4.15 pm
DINNER	7.00 - 8.00 pm
Line-up	8.00 - 8.30 pm
RECORDING: VT/T/23150	8.30 - 9.45 pm

Transmission: 25th July 1964.

CAST LIST

DR. WHO	WILLIAM HARTNELL
IAN CHESTERTON :...	WILLIAM RUSSELL
SUSAN FOREMAN	CAROLE ANN FORD
JOHN	STEPHEN DARTNELL
CAROL	ILONA RODGERS
FIRST SCIENTIST ...	KEN TYLSEN
WARRIOR	JOE GREIG
FIRST ELDER	ERIC FRANCIS
SECOND ELDER	BARTLETT MULLINS
THIRD SENSORITE ...	PETER GLAZE
FOURTH SENSORITE ..	ARTHUR NEWALL
SENSORITES:	ANTHONY ROGERS
	GERRY MARTIN

TECHNICAL REQUIREMENTS

4 Pedestals
3 Booms
Monitors
Grams
Foldback
Roller Caption Machine
2 1 2" x 9" Caption stands
TK-6
Genlock
Water from South Wall

(iii)

PAGE SCENE SHOTS			DESCRIPTION	CAMS	BOOM
1	TELECINE		OPENING CAPTION (00'26")		
1	1	1	Int. FIRST CHANNEL	1A	A1
1	2	2	Int. FIRST CHANNEL	4A	A1
3	3	3-5	Int. FIRST CHANNEL	1A, 4B	A1
5	4	6-8	Int. LABORATORY	3A, 1B	B1
6	5	9-14	Ext. AQUEDUCT ENTRANCE	2A, 4C	A1
7	FADE TO BLACK				
7	6	15-22	Int. LABORATORY	1B, 3A	B1
11	7	23-28	Int. DISINTEGRATOR ROOM	4D, 2B	A3
14	8	29	Ext. PALACE FORECOURT	1C	C1
14	9	30	Int. DISINTEGRATOR ROOM	4D	A3
15	10	31-34	Ext. PALACE FORECOURT	1C, 2C	C1
17	11	35	Int. DISINTEGRATOR ROOM	4D	A3
19	12	36-61	Int. ELDER'S ROOM	1D, 3B, 2D	C2
26	13	62-80	Int. LABORATORY	4E, 1E, 1B, 4F	B1
34	14	81	Int. DISINTEGRATOR ROOM	3C	A3
35	15	82-87	Int. ELDER'S ROOM	2E, 3D, 2D	C2
37	16	88	Ext. PALACE FORECOURT	4G	A4
38	17	89-94	Int. ELDER'S ROOM	3D, 2D	C2
41	18	95	Int. LABORATORY	1B	B1
42	19	96	Ext. AQUEDUCT ENTRANCE	4C	A2
42	20	97-101	Int. LABORATORY	1B, 3A	B1
43	21	103	Ext. PALACE FORECOURT	2F	C1
104		ROLLER		4	

(iii)

EPISODE 5

Q GRAMS:
RP 17

GRAMS
Q 32

Q 32
Ends

GRAMS
Shriek

A 24/
2-shot IAN/SUSAN
(as they appear)

GRAMS
Q RP 17
continues

17

- 2 -

On 4: shot 2

(IAN AND SUSAN)

SUSAN: What was it, Ian?

(IAN WIPES THE
PERSPIRATION
FROM HIS FACE.
HE IS STILL
VERY WEAK)

Tighten as
SUSAN move s in I.

IAN: We must find him.

SUSAN: Are you all right.

IAN: Yes.

SUSAN: I can on me.

(1 next)

- 2 -

On 4: s hot 2

- 3 -

(SUSAN HELPS IAN.
HE HOLDS UP THE
SMALL, SQUARE
BOX GIVEN BY THE
SCIENTIST AND
SHINES THE LIGHT
AHEAD OF HIM,
FOLLOWING A LONG
PEPE)

DOCTOR: (O.V.) Get away!
Get away from me!

GRAMS
Shriek

(THE ANIMAL
SHRIEK, NOW
LIKE A ROAR
BOOMS OUT)

SUSAN: Grandfather!

GRAMS
Q 8

They leave R
QUICK push in
on light bulb
in wall.

(SHE AND IAN
SCRAMBLE
FORWARDS.)

CAMS: 1A, 4B

3. 1 A 24° 3. INT. FIRST CHANNEL:AQUEDUCT /BOOM A1/
2- shot

SUSAN/IAN

GRAMS
Q RP 17
continues

Pull back with them
and depress to see
WHO on ground R f/g.

(SHOW DOCTOR,
LYING FACE
DOWNWARDS,
HIS TORCH
LIGHTING THE
SCENE. THE
BACK OF HIS
COAT IS
RIPPED TO
SHREDS. IAN
AND SUSAN
COME INTO
SHOT. THEY
BEND BESIDE
HIM. IAN
EXAMINES THE
DOCTOR.

SUSAN & IAN kneel
into shot 3-shot.

SUSAN LOOKS
AT IAN WITH
ANXIETY)

(4 next)

- 3 -

On 1: shot 3

4 -

IAN: Unconscious. Let's
get him out into the open.

SUSAN: Look at the state
he's in.

IAN: Come on, collect up
his things. Don't let's
hang about here.

SUSAN crosses
R of frame

(SUSAN PICKS
UP THE CASE,
THE TORCH AND
IAN BEGINS TO
PICK UP THE
DOCTOR.
SUDDENLY THEY
BOTH FREEZE
AS THE ALIEN
SHRIEK ECHOES
OUT AGAIN.
BUT IT IS
FARTHER AWAY
NOW)

~~FRAMS~~
Shriek

4. 4 B 16° IAN: Going away./
MCU SUSAN

(SUSAN SUDDENLY
DISCOVERS A
SMALL BULB
HIDDEN IN THE
ROCK)

SUSAN: What d'you suppose
this is for, Ian?

5. 1 A 24°
3-shot IAN/
WHO/SUSAN

(IAN LOOKS AT
WHERE SUSAN IS
POINTING)

IAN: I don't know. Some
lighting system that's
out of order, perhaps.

(HE LIFTS UP
THE DOCTOR TO
A SITTING
POSITION.)

(3 next)

- 4 -

On 1: shot 5

- 5 -

IAN: Let's get out before
that thing comes back.

SUSAN kneels in
R.

4. INT. LABORATORY. CAMS: 3A, 1B / BOOM BL/

GRAMS
Q RP 16

6. 3 A 24°
3-shot ELDER 1/
SCIENTIST 1/
CAROL.

(CAROL IS IN
THE ROOM WITH
THE FIRST
ELDER AND THE
FIRST SCIENTIST)

CAROL moves fwd
to CU R.

Hold others L
b/g.

CAROL: But we can't give
up! You know the aqueduct...
surely you can help them in
some way.

FIRST ELDER: I regret it
is impossible. You have
no conception of what
extreme sound does to us.
It stuns the brain and
paralyses the nerves.

SCIENTIST: And in the
darkness, we are helpless
anyway. Our Warriors would
be more of a hindrance than
a help.

CAROL turns

CAROL: Isn't there any
hope for them? /

7. 1 B 16°
2-shot ELDER 1/
SCIENTIST 1

(THE ELDER AND
THE SCIENTIST
EXCHANGE GLANCES.
SILENCE IS
SUFFICIENT ANSWER)

On ELDER 1's
cross R.

8. 3 A
3-shot SCIENTIST/
ELDER/CAROL

FIRST ELDER: But let us
talk of your companion, the
man John. The Senior Scientist
tells me he is making excellent
progress. The last treatment
will be given today.

(2 next)

- 5 -

On 3: shot 8

- 6 -

CAROL: Thank you.

FIRST ELDER: You are sad for the friends you have lost. Rejoice for the friend who is returned to you. Scientist, you will report to me on your progress.

SCIENTIST: I will, sir.

(THE FIRST ELDER
GOES OUT OF SHOT)

Lose ELDER 1 L
Tighten to CU CAROL.

CAROL: Those poor people.

GRAMS
Q 1

CAMS: 2A, 4C

5. INT. AQUEDUCT ENTRANCE

/BOOM A2/

9.

2 A 24°

CU Coat

Pull back to
3-shot SUSAN/
WHO/IAN

SUSAN: Look at your coat, Q
Grandfather. It's useless.

GRAMS
RP 17

IAN: Strange those claws
never touched your skin,
Doctor.

DOCTOR: Yes, it is strange,
isn't it, I was at that
creature's mercy. The dark
make it invisible. It knocked
me down.

10.

4 C 16°

2-shot WHO/IAN
fac. Who

IAN: Did you see it?
Whatever it was that
attacked you?

DOCTOR: No. Something hit
me just under the heart ...
most unpleasant ... Just as
well I sent you that antidote,
my dear boy. Otherwise I
might be in a much worse state
eh?

11.

2 A 9°

CU SUSAN

(4 next)

- 6 -

On 2: shot 11

- 7 -

SUSAN: We never got the
antidote. I had to go to
the laboratory and get
another supply.

12. 4 C 16°
2-shot WHO/IAN
a/b

DOCTOR: What?

IAN: Enemies all round us.

Push in, lose
IAN, to MCU WHO

DOCTOR: True. There's this
poisoned water. There are
these monsters in the
aqueduct. And finally there
is someone among the Sensorites
who bears us ill-will. Two
separate enemies.

13. 2 A 9°
CU IAN

14. 4 C 16°
MCU WHO a/b

IAN: Three you mean.

DOCTOR: There's a distinct
connection between water and
the creatures in there. I'm
more than half-way to solving
that problem. But the Sensorites
are a much greater danger. But
let's get back and find out
which one it is.

Pull back

(FOURTH SENSORITE
WHO HAS OVERHEARD
ALL THIS MOVES FROM
A HIDING PLACE AND
MOVES OUT OF SHOT
SILENTLY - UNKNOWN
TO IAN, SUSAN OR
THE DOCTOR)

GRAMS
Q 13

They leave shot
L. Pan L to see
SENSORITE 4
watching from
behind pipes b/g

FADE DOWN

FADE UP

15. 1 B 9° 6. INT. LABORATORY CAMS: 1B, 3A / BOOM B1 /

CU Hand at
apparatus

GRAMS
Q RP 16

(JOHN IS
SEATED IN HIS
CHAIR
SURROUNDED BY
ELECTRICAL
APPARATUS)

Pan L along
wires to CU
JOHN

(3 next)

- 7 - ON TO PAGE 9

JOHN: A plot to... to...
Must warn you...

JOHN: Yes. Tell you.
Warn you. /

SCIENTIST
Moves L
Hold group

SCIENTIST: It must be
illusion. Our society is
based upon trust. Treason
or secret plotting is
impossible.

CAROL: Rather a sweeping statement.

SCIENTIST: But why should a sensorite make any secret plans against anyone. We have the perfect society - all are contented.

CAROL: Some people always want more than others.

On 3: sho t 18

- 10 -

SCIENTIST: That is a human value, surely.

SCIENTIST leaves L.

CAROL: Perhaps. Rest quietly John. It won't be very long now.

On CAROL'S move L. (SHE PATS HIS
HEAD AND MOVES
TO THE SCIENTIST)/

19. 1 B 16°
2-shot SCIENTIST/
CAROL

CAROL: You were trying to explain something earlier.

SCIENTIST: We discovered long ago that in our brains there were many different compartments or divisions. When fear and alarm is at work, that section becomes open. A veil is lifted. Do you understand?

CAROL: Oh, yes.

20. 3 A 9°
CU JOHN

SCIENTIST: This is what has happened to the men John. But the veil will not lower itself. Thus he is constantly afraid, even when he is at peace - when he sleeps for example. The body says one thing - the brain the other. Thus, his condition. Utter confusion.

21. 1 B 16°
2-shot SC./
CAROL a/b

CAROL: And this treatment you've been giving him is to close down that veil.

SCIENTIST: Yes. Not permanently, of course or he would step into danger without concern. The veil must function normally again.

CAROL: This is rather like an eye-lid, isn't it. These shutters over my eyes.

(3 next)

- 10 -

On 1: shot 21

- 11 -

SCIENTIST le aves
f/g L.

SCIENTIST: Yes, to see all
the time is not a good thing.
Now, let us begin.

(CAROL CROSSES
OVER TO JOHN.)

22. 3 A 24°
MS JOHN
(low angle)

CAROL: I shall be here
all the time, John.

Crab L to see
JOHN over CAROL'S
shoulder L of
frame.

JOHN: Carol.

CAROL: Yes, that's right.

JOHN: Must tell you. But so
(SLIGHT PAUSE) difficult.

CAROL: Soon, you'll tell
me what you've found out.

CAM: 4D, 2B

23. 4 D 24°
3-shot ELDER 2/
SEN 4/3.

WILL DISINTEGRATE BOOM. / BOOM A3/

(THIRD SENSORITE,
FOURTH SENSORITE
AND THE TIED UP
SECOND ELDER.
THE COLLAR OF
OFFICE BELONGING
TO THE THIRD
SENSORITE LIES
ON THE CONTROL
PANEL LEDGE.
THE THIRD
SENSORITE REARS
THE SASH OF THE
SECOND ELDER)

GRAMS
Q RP 1

(2 next)

- 11 -

On 4: shot 23

- 12 -

FOURTH SENSORITE: There was no mistake, City Administrator. I saw the Doctor and the other two come out of the aqueduct. I overheard them talking. They are suspicious.

SEN 3 turns in towards Cam.

THIRD SENSORITE: And now the man John is near to being cured. He can speak against me too. We are nearly surrounded by our enemies.

SECOND ELDER: You will be uncovered for a criminal. And a traitor.

SEN 3 crosses to face ELDER 2.

SEN 4 crosses to face SEN 3.

THIRD SENSORITE: Silence!

24. 2 B 9°
CU SEN 3.
FOURTH SENSORITE: What are we to do?

THIRD SENSORITE: These humans are working to destroy the Sensorite nation. Their pleasant smiles conceal sharp teeth... their soft words hide deadly threats.

SECOND ELDER: Don't listen to him.

THIRD SENSORITE: And who opposes them? Weak and timid leaders like this Second Elder here, whose cash I wear.

25. 4 D 16°
2-shot ELDER 2/
SEN 3

SECOND ELDER: Thief!

26. 2 B 16°
Single ELDER 2. that room with noise.
He turns to face out.
THIRD SENSORITE: Jeckling! Betrayer of our people! Coward! I should imprison you in a room where no light could ever shine and fill

(4 next)

- 12 -

On 2: shot 26

- 13 -

(SECOND ELDER
HOLDS HIS
HANDS TOGETHER
AND BOWS HIS
HEAD IN FEAR
AT THESE THOUGHTS)

SECOND ELDER: (EVASIVELY)
Then do it. Finish with me.

SEN 3 comes in R.

THIRD SENSORITE: Not yet.
Remember I hold your family
group. So you will do
something for me. Summon
the Senior Warrior with your
mind transmitter.

(THIRD SENSORITE
PICKS IT UP OFF
THE CONTROL PANEL
LEDGE)

THIRD SENSORITE: (Cont) Tell
him to bring the firing key
of the Disintegrator with him.
Tell him to meet you in the
forecourt of the Palace.

SECOND ELDER: No.

THIRD SENSORITE: Remember
your family group.

(PAUSE. HE
HANDS OVER
THE MIND
TRANSMITTER
TO SECOND
ELDER)

SECOND ELDER: Very well.

(SECOND ELDER
TAKES MIND
TRANSMITTER)

27. 4 D 16°
3-shot SEN 4/
ELDER 2/SEN 3.

THIRD SENSORITE:
I shall listen to you. Stand
over him and stun him if he
tries to direct his mind to
anyone else but the Senior
Warrior.

(2 next)

- 13 -

On 4: shot 27

FOURTH SENSORITE
STANDS OVER THE
SECOND ELDER.

THIRD SENSORITE
AND THE SECOND
ELDER BOTH LIFT
THEIR MIND
TRANSMITTERS TO
THEIR HEADS)

28. 2 B 9°
CU ELDER 2

THIRD SENSORITE: Now, ^{GRAMS}
send this thought. Senior Q RP 18
Warrior... This is the
Second Elder... Go on...
send it... Good.

MIX

29. 1 C 24°
MS WARRIOR

8. INT. THE FORECOURT. /BOOM CL/

Push in

2 to C/

(SENIOR WARRIOR
STANDS IN THE
FORECOURT WITH
HIS MIND TRANS-
MITTER HELD TO
HIS FOREHEAD)

MIX

30. 4 D 16°
3-shot SEN 4/
ELDER 2/SEN 3
a/b

9. INT. THE DISINTEGRATOR ROOM. /BOOM A3/

THIRD SENSORITE: Yes, he ^{GRAMS}
is answering. Tell him Q RP 1
to bring the firing key
and meet you in the court-
yard in front of the Elder's ^{GRAMS}
Palace. That is enough. Q RP 18
ends

(HE TAKES AWAY
THE MIND TRANS-
MITTER ROUGHLY
FROM THE SECOND
ELDER)

(1 next)

On 4: shot 30

- 15 -

THIRD SENSORITE:

I shall now keep
the appointment you have made.
The Senior Warrior shall know
me by the sash I wear. Your
sash. Guard him carefully.

(SECOND ELDER
COVERS HIS
FACE WITH HIS
HANDS)

(THE THIRD
SENSORITE
GOES OUT)

SEN 3 out R.

SECOND ELDER: Why do you
listen to him... Why do you
follow him?

FOURTH SENSORITE: He will not
betray our people nor
surrender our planet.

Tighten on ELDER 2.
SECOND ELDER: He will bring
us all down. All of us.

FOURTH SENSORITE: Be silent...

SECOND ELDER: All of us.

GRAMS
Q 24

CAMS: 1C,2C

31. 1 C 35°
10. INT. THE COURTYARD (FORECOURT)/BOOM CL/
High Angle
forecourt.
Fountain b/g L.

SUSAN enters from
behind Cam.R.

She turns

WHO/IAN enter R to
3- shot SUSAN/IAN/
WHO

THE DOCTOR, IAN
AND SUSAN COME
IN THROUGH ONE
OF THE ARCHES.
DOCTOR AND SUSAN
ARE HELPING IAN)

(2 next)

- 15 -

On 1: shot 31

DOCTOR: Yes, well you've exerted yourself my boy. Naturally you're weak.

SUSAN: But he can rest now, can't he? You'll force him to, Grandfather.

IAN: Stop fussing over me, both of you.

On WHO'S look Pan
L to see WARRIOR

DOCTOR: Now, you'll do as you're told, young man, and that's that.

32. 2 C 16°
2-shot SEN 3
entering L/
WARRIOR

(BEHIND THEM, THE
THIRD SENSORITE
APPEARS. HE
GREETES THE
SENIOR WARRIOR.

THE THIRD
SENSORITE
ACCEPTS THE
FIRING KEY, THEY
BOW TO EACH OTHER
AND THE SENIOR
WARRIOR STANDS
BACK.

DOCTOR: (OOV) Ah, there's one of the Elders.

33. 1 C 24°
3-shot WHO (as
he crosses)/
SUSAN/IAN

SUSAN: (OOV) The Second Elder.
He's wny wearing one sash.

(THIRD SENSORITE
STARTS TO MOVE AWAY.
DOCTOR SEES HIM)

SEN 3 leaves L.

Pan L with WHO

DOCTOR: He'll help us.
Just take it easy, Chesterton,
while I have a word with him.
You, sir. I say, you! I'd
like a word with you.

Lose him L & hold
WARRIOR

WARRIOR to Cam.

Pan R with him &
let him out R
leaving 2-sho t
SUSAN/IAN

(DOCTOR GOES AFTER
THIRD SENSORITE.
THE SENIOR WARRIOR
WATCHES ALL THIS.
THEN HE EXIT..)

(2 next)

On 1 : shot 33

- 17 -

Hold their move
to fountain.

[1 to D]

SUSAN: It's all so s t r a n g e
down here.

Yes, what about up there.
IAN: / I wonder how Barbara's
getting on.

SUSAN: I wish she could be
down here with us.

IAN: I wish we could be in
the Tardis and away from her e.
Still, I know what you mean.
Let's ask the First Elder to
let her come down here. /

34. 2 C 24°
Group shot as
WHO enters L/
SUSAN/IAN

SUSAN: Yes.

DOCTOR: Extraordinary.
He simply ran away from me.

SUSAN: That must look
funny, flip, flop, flip; flop

DOCTOR: Oh, they're very
mobile. Well, let's get
you into the First Elder's
room.

Let them go L.
Hold fountain.

(THEY HELP IAN TO
HIS FEET AND START
TO MOVE ACROSS THE
FORECOURT)

35. 4 D 24° 11. INT. THE DISINTEGRATOR ROOM. / BOOM A3 /
2-shot ELDER 2
f/g/SEN 4 b/g

GRAMS
Q RP 1

(THE THIRD
SENSORITE
ENTERS AND
HOLDS UP THE
FIRING KEY.
THE SECOND ELDER
TENSES HIMSELF)

See door R as
SEN 3 enters

- 17 -

SEN 3 crosses L
to machine.
Hold Group.

THIRD SENSORITE: Why have
you not retied his hands.

(FOURTH IMMEDIATELY
BENDS DOWN TO DO SO.
THIRD SENSORITE
MOVES TO THE MACHINE
WITH HIS KEY)

THIRD SENSORITE: Now I
have the power.

GRAMS
Q 40

(SECOND ELDER FUMES.
FOURTH SENSORITE
WHO STAGGERS AWAY.
SECOND ELDER RUMBLING
OVER AND SNATCHES
THE KEY FROM THE
THIRD SENSORITE.
THIRD SENSORITE
STAGGERS BACK,
TAKEN BY SURPRISE.

Lose SEN 4 R, SEN 3
L - during struggle.

SEN 3 enters L
SEN 4 enters R, hurls
ELDER 2 out of shot
below machine

THE SECOND ELDER
BENDS THE KEY ON
THE CONTROL PANEL
LEDGE UNTIL IT IS
SHAPELESS AND
USELESS. THIRD
AND FOURTH
SENSORITES CLOSE
WITH HIM AND THE
SECOND ELDER IS
HURLED TO THE
GROUND. HE STRIKES
HIS HEAD ON THE
GROUND AS HE FALLS
AND LIES STILL.

Push in on SEN 3.

GRAMS
Q 40

Ends

FOURTH SENSORITE
BENDS OVER HIM AS
THIRD SENSORITE
PICKS UP THE BENT
KEY)

THIRD SENSORITE: He's broken
it!

Crab L as SEN 4
into shot L.

(HE TURNS
FURIOUSLY
AND ADVANCES
ON THE TILL
BODY)

FOURTH SENSORITE: The
Second Elder is dead.

GRAMS
Q 2

(SLIGHT PAUSE)

THIRD SENSORITE: The only
other firing key
is held by
the First Elder!

FOURTH SENSORITE: Then we
must give up. We could leave
the City... hide in the
Mountains.

THIRD SENSORITE: Don't be
foolish. No, the Second
Elder's death will help us -
not condemn us. We must act
quickly. You know what this
man, the Doctor looks like?
You can describe him?

FOURTH SENSORITE: Yes.

THIRD SENSORITE: Then I will
outline my plan to you.

(HE REMOVES HIS SLASH
AND STARTS TO PUT
ON HIS COLLAR OF
OFFICE)

CAMS: 1D, 3B, 2D

36. 1 D 35/ 12. INT. THE ROOM IN THE ELDERS PALACE.
Group shot
(high angle)
ELDER 1/SUSAN/
WHO/IAN. /BOOM C2/

(FIRST ELDER SITS
IN HIS CHAIR.
SUSAN, IAN AND
THE DOCTOR SIT
FACING HIM IN
THREE SEPARATE
CHAIRS)

(3 next)

FIRST ELDER: Yes, I have asked questions. The first supply of the antidote you sent, Doctor, was intercepted by the Second Elder, my adviser. He has since disappeared./

37. 3 B 24°
2-shot ELDER 1/
SUSAN

SUSAN: Well, we saw him in the courtyard.

FIRST ELDER: His behaviour is a mystery./

38. 1 D 35°
Group shot
a/b

DOCTOR: Yes, strange, I agree. I went to speak to him and he ran away from me.

IAN: And yet you won't accept that he has done anything bad./

39. 2 D 16°
Single ELDER 1

FIRST ELDER: I cannot. I selected him for office. But it is not pride that makes me defend my choice. I know that Sensorite well. I trust him./

40. 3 B 9°
Single SUSAN

SUSAN: But you can't explain his actions?/

41. 2 D 16°
Single ELDER 1
a/b

FIRST ELDER: A mystery doesn't mean that he's guilty./

42. 1 D 35°
Group shot

(A SERVANT ENTERS CARRYING A CLOAK.

Crab 1 slightly to see SERVANT enter R.

THE FIRST ELDER GESTURES TO THE DOCTOR AND THE SERVANT GOES TO THE DOCTOR AND BOWS HOLDING OUT THE CLOAK)

DOCTOR: Oh, that's very civil of you. My coat was quite ruined in the aqueduct although of course, I have others on the

43. 3 B 16°
2-shot SUSAN (seated)/
WHO (standing)

(1 next)

On 3: shot 43

- 21 -

(HE PUTS ON
THE CLOAK)

SUSAN: Oh, very smart.

DOCTOR: Yes, Beau Brummel
always said a cloak suited
me. /

44. 1 D 35⁰
Group shot
a/b

SEN 3 enters R
He crosses to L
of fra me

(THE SERVANT GOES
OUT. THE THIRD
SENSORITE, NO/
WEARING HIS COLLAR
OF OFFICE ENTERS,
THE SERVANT BOWS
AND GIVES WAY TO
HIM)

FIRST ELDER: Does the City
Administrator wish to speak?

THIRD SENSORITE: Urgently,
sir. A story has been told to
me and I wish you to hear it.

FIRST ELDER: Now?

THIRD SENSORITE: It concerns
the Second Elder. And these
human creatures, sir.

45. 3 B 24⁰
2-shot as SEN 3
crosses behind
ELDER 1

FIRST ELDER: Very well. /
THIRD SENSORITE: Enter.

Becomes Group
shot as SEN 4
& WARRIOR enter
b/g R.
(THE FOURTH
SENSORITE
ENTERS, FOLLOWED
BY THE SENIOR
WARRIOR)

Pan them L past
ELDER 1
to 4-shot
SEN 4/WARRIOR/
ELDER 1/SEN 3
THIRD SENSORITE: Tell your
story.

FOURTH SENSORITE: Sir, the
Second Elder is dead.

(2 next)

- 21 -

(FIRST ELDER RISES
OUT OF HIS CHAIR)

FOURTH SENSORITE: He was
killed in the courtyard.
I saw the man who killed
him.

FIRST ELDER: The man?

FOURTH SENSORITE: Yes, sir.
It was the man called the
Doctor.

46. 2 D 16°
2-shot SUSAN/WHO

GRAMS
Q 26

(THE DOCTOR LOOKS
AT FOURTH SENSORITE
SHARPLY. SUSAN GETS
UP)

47. 3 B 24°
4-s hot SEN 4/
WARRIOR/ELDER/
SEN 3. A/B

SUSAN: That's not true!//

THIRD SENSORITE: Here is a
Sensorite, the Senior Warrior,
sir, who has evidence. Speak!

WARRIOR: I met the Second
Elder in the Courtyard as he
ordered me to. I gave him the
firing key of the Disintegrator.
When I saw the Doctor go after
the Second Elder, calling him.

48. 2 D 9°
CU WHO

DOCTOR: Yes, I did that. But
I didn't kill him.

49. 3 B 24°
4-shot a/b

FOURTH SENSORITE: I saw you.
You wrestled for possession of
the firing key.

THIRD SENSORITE: I have it here,
sir. Here it is all bent and
twisted as it might be in a
struggle.

FOURTH SENSORITE: And finally,
when the Second Elder resisted...
you took some object from inside
your coat and struck him down
and killed him.

50. 1 D 35°
Group shot.

FIRST ELDER: This is a grave charge.

IAN rises f/g R.

He crosses to face
SEN 4 L.

IAN: But obviously untrue,
sir.

51. 2 D 16° FIRST ELDER: Why? /

2-shot SEN 4/
IAN (others
b/g)

IAN: (TO FOURTH SENSORITE)
How did you recognise the
Doctor?

FOURTH SENSORITE: His hair
is different.

IAN: Yes?

FOURTH SENSORITE: So are his
clothes.

IAN: Yes, his clothes. You
say you saw the Doctor take
out some object from his coat.

FOURTH SENSORITE: Yes.

IAN: You could see clearly?
It was definitely from his
coat.

52. 3 B 16° FOURTH SENSORITE: Yes, I saw
him. / All the Sensorites know
the Doctor by his...

MCU WHO as he
rises

(THE DOCTOR STANDS
UP AND SHOWS HIS
CLOAK)

53. 2 D 24° IAN: The Dr.coat lies outside
the Aqueeduct. / You're telling
2-shot SEN 4/ lies
IAN

FOURTH SENSORITE: Then... then
it was a cloak you were wearing.
Yes. It was. Now I am sure of
it. It was a cloak.

(3 next)

ELDER 1 comes fwd
between them

WARRIOR comes in L.
& exits R with
SEN r.

IAN leaves R.

FIRST ELDER: I have just
presented that clock to
the Doctor. Your story is
a tissue of lies. remove
him.

(THE WARRIOR HOLDS
THE FOURTH SENSORITE)

54. 3 B 24°
3-shot WARRIOR/
SEN 4/3

THIRD SENSORITE: I will
interview you myself.

55. 2 D 24°
2-shot ELDER 1/
SEN 3
(HE NODS SLIGHTLY/
AT THE FOURTH
SENSORITE WHO IS
THEN LED AWAY)

THIRD SENSORITE: You will
forgive this wild accusation.
I had to place his story before
you, sir.

FIRST ELDER: You acted
correctly. What can have
possessed my adviser?

THIRD SENSORITE: Sir, he was
always opposed to our visitors.
No doubt he obtained the firing
key in order to attack them
with the Disintegrator.

56. 3 B 16°
2-shot SUSAN/
IAN

SUSAN: He must have stolen
the antidote. He's our enemy.

57. 2 D 24°
2-shot ELDER 1/
SEN 3

FIRST ELDER: A sad matter.
But since he deceived us, my
sympathies shall not be wasted.
As to his replacement ...

(3 next)

THIRD SENSORITE: I have his sash of office here, so that you may select a new adviser immediately.

58. 3 B 24°
3-shot SUSAN/
WHO/IAN

IAN: Perhaps you should look no further than this room, sir.

(SUSAN QUIETLY
TO THE DOCTOR)

SUSAN: He might be a useful ally if he gets promotion because of us.

DOCTOR: Good idea. (NO
FIRST ELDER) Yes, sir. Of course it isn't for us to interfere with your affairs. But the City Administrator seems to have all the qualifications.

Pan WHO R then L
to 3-shot ELDER 1/
SEN 3/WHO

59. 2 D 16°
2-shot ELDER 1/
SEN 3.

(FIRST ELDER
CONSIDERS)

FIRST ELDER: Well, what do you say? Can you accept such power and authority.

THIRD SENSORITE: To serve the Sensorites is my only ambition.

FIRST ELDER: Then accept this sash. I make you my adviser and from now you will be known as the Second Elder, second only on the Sensephere to me. And once this order is made only a betrayal of trust can set it aside.Ø

60. 3 B 24°
3-shot ELDER 1/
SEN 3/WHO

(THE THIRD
SENSORITE
TAKES OFF
HIS COLLAR
OF OFFICE
AND ACCEPTS
THE SASH.
HE PUTS IT
ON)

FIRST ELDER: My new adviser and
I have much to discuss. You will
excuse us?

WHO looks R
SUSAN & IAN come
in R.

DOCTOR: Of course, sir. We
shall go and visit our friend
John and find out his progress.

WHO exits L.
ELDER 1 mov es
up
SUSAN exits L.

SUSAN: You were going to
ask about Barbara, Ian.

IAN: Well, we'll leave it
for the moment. They're
busy now.

Pan IAN L & R.

(THEY START TO
LEAVE. AS IAN
PASSES THE
THIRD SENSORITE,
FINGERING HIS
SASH, HE PAUSES.
THE FIRST ELDER
HAS TURNED AWAY)

61. 2 D 16°
2-shot IAN/
SEN 3

IAN: Oh, and congratulations.

IAN leaves L.

SECOND ELDER: When you speak
to the Elders, you will call
them "sir"!

GRAMS
Q 24

(REACTION FROM IAN)

CAMS: 4E, 1E, 1B, 4F

13. INT. LABORATORY

BOOM BL

62. 4 E 24°
BCU JOHN
in chair.

GRAMS
Q RP 16

Pull back to see
SCIENTIST standing R.
R. CAROL kneeling R.

(JOHN'S HEAD HAS
FALLEN ON HIS
CHEST. CAROL
IS KNEELING IN
FRONT OF HIM.
THE SCIENTIST
STANDS TO ONE
SIDE - STUDYING
A LONG THIN
CARD WITH WAVY
LINES ON IT.
JOHN'S HEAD
STIRS)

SCIENTIST: Now we shall know.

(JOHN IS
BEGINNING TO
COME ROUND.
HE OPENS HIS
EYES)/

63. 1 E 9°
CU CAROL
(O UT OF FOCUS)
FOCUS UP

CAROL: John? John...?

(FROM JOHN'S
POINT OF VIEW,
SHOW CAROL IN
DE-FOCUS.
GRADUALLY
CLARIFY PICTURE)/

64. 4 E 9°
CU JOHN

JOHN: Such a headache.

(OOV)
SCIENTIST: / That will go
quickly.

65. 1 E 9°
CU CAROL
JOHN: Easing now. (SMILING)
Carol. /

(CAROL LOOKING
AT JOHN)

66. 4 E 9°
CU JOHN

JOHN: You're crying. /

67. 1 E 9°
CU CAROL

CAROL: No, I'm not John.
Really I'm not. It's
just that... it's the first
time I've seen you smile for
so long. /

68. 4 E 16°
2-shot JOHN/
CAROL

(1 next)

JOHN: Can't have you crying.
That pain's gone
suddenly.

Crane up with
JOHN

(HE STANDS UP)

JOHN: I'm all right! I'm
all right!

69. 1 E 16°
MCU CAROL

(HE LOOKS AT
CAROL WHO IS TRYING
TO HIDE HER TEARS)

70. 4 E 16°
2-shot JOHN/
CAROL a/b

JOHN: Has it been awful
for you.

(1 to B)

CAROL: Nothing matters
except... how you are now.

JOHN: What have I been like
all this time?

CAROL: Don't you remember.

JOHN: Oh, some things. Most
of it is like a grey cloud. I
just know it seems like a long
time.

SCIENTIST enters R. CAROL: Yes. John I can't tell
They move back to you how I feel... how glad...
join him.

SCIENTIST: It is indeed a time
of happiness for both of you.

Becomes 3-shot
JOHN/SCIENTIST/
CAROL

CAROL: This is the scientist
who cured you.

JOHN: Then I have a lot to
thank you for.

(HE HOLDS OUT HIS
HAND)

SCIENTIST: What do you ask for?

JOHN: We have a custom. To
shake hands with someone in
friendship.

SCIENTIST: Then I accept.

(HE OFFERS THE
WRONG HAND. BUT
JOHN CLASPS IT
WITH BOTH HIS.
THEY ALL LAUGH
TOGETHER. (THE
SENSORITE NODS
HAPPILY) /

CAROL crosses to L.
of frame as door
opens

71. 1 B 35°
Group shot as
they enter to
6-shot CAROL/
JOHN/SCIENTIST/
WHO/SUSAN/IAN

DOCTOR, SUSAN
AND IAN INTO
THE LABORATORY)

DOCTOR: Here's a cheerful scene.

/4 to F/

SUSAN: Do you remember us, John.

JOHN: You, I do, distinctly.

IAN: I'm Ian. This is the
Doctor, Susan's Grandfather.

DOCTOR: I'm glad to see you
bear no grudge against the
Sensorites for the past, /

72. 4 F 16°
2-shot CAROL/
JOHN

CAROL: All that matters is
the present. /

73. 1 B 35°
6-shot A/B

DOCTOR: (TWINKLING, TO IAN)

Well, well, this
WHO, SCIENTIST, is all splendid. And the
IAN leave I. antidote, my friend...?

Hold 3-shot
CAROL/JOHN/
SUSAN

SCIENTIST: Is being manufactured
and distributed in large quantities,
as you order red.

(4 next)

On 1: shot 73

- 30 -

DOCTOR: Good.

JOHN: I remember another
girl.

JOHN sits
Crab I slightly
to see door
opening behind them.

SUSAN: Oh, Barbara, yes.
We both found you. She's on
the Space Ship.

JOHN: I see.

SUSAN: John, all this time
that you've been ill, you've
been trying to warn us of
something.

GRAMS
Q 30

(OOV)

JOHN: /Yes, there was a
Sensorite here who was
dangerous. / Must try and
remember what happened.

74. 4 F 24⁰
On doors.

Push in slowly
to see SEN 3
listening

DOCTOR: ... and regular tests
of each reservoir in the ten
districts.

(OOV)

SCIENTIST: / It shall be done.
Please examine the way I have
organised things.

(1 next)

- 30 -

On 4: shot 74

- 31 -

Pull back as SEN 3
comes through door
& walks fwd.

(THIRD SENSORITE
OPENS DOOR AND
WALKS FORWARD)

GRAMS
Q 30
Ends

(OOV)

JOHN: / I know there was a
plot. That's it. Somebody
was plotting against you. /

75. 1 B 24°
4-shot CAROL/
JOHN/SEN 3/SUSAN (THIRD SENSORITE
ENTERS THE GROUP)

THIRD SENSORITE: And who was
this Sensorite? Can you name
him?

JOHN: No.

THIRD SENSORITE: Is he in this
room?

JOHN: No. There was something
particularly odd about his clothes,
I remember but what exactly...

76. 4 F (SEN 3 TURNS TO SUSAN) /
2-shot SEN 3/
SUSAN (fav.
Sen 3)

THIRD SENSORITE: It must have
been the Sensorite who has just
died.

(HE SPEAKS TO
SUSAN)

SUSAN: Yes, I suppose so.

THIRD SENSORITE: The First Elder
wishes to talk to the Doctor.
You will inform him.

(1 next)

- 31 -

On 4: shot 76

- 32 -

SUSAN: Yes.

(THE THIRD
SENSORITE
TURNS AND
EXITS)

SEN 3 leaves R.

JOHN: He's not very friendly.

SUSAN: He's only just become
the Second Elder. Perhaps
he's trying out his new
authority.

CAROL: I wouldn't like to
cross him.

77. 1 B 24°
3-shot IAN
SCIENTIST/
WHO.

(NEW ANGLE ON
THE OTHERS)

DOCTOR: And what is this
little collection of things
here.

(HE POINTS TO A
FEW BOOKS, SOME
PAPERS AND A
SMALL BLACK BOX)

SCIENTIST: Left behind by the
humans who were killed in the
space ship explosion.

IAN: I say, look at this
Doctor. Family snapshots.

DOCTOR: Yes, but this, is
more important.

(THE DOCTOR SELECTS
A ROLLED UP PLAN
THAT HE HAS UNROLLED
AND SHOWS IT. SUSAN
CROSSES OVER AND
STANDS BY IAN)

(4 next)

- 32 -

On 1: shot 77

- 33 -

DOCTOR: If I am not much mistaken it is a rough plan of the aqueduct.

SCIENTIST: Yes, one of the human beings was most interested in the Aqueduct.

SUSAN enters
shot R.

DOCTOR: Was he now.

SUSAN: Grandfather, the First Elder wants to talk to you.

DOCTOR: Yes, I have some questions for him.

SCIENTIST: This is only a sketch. I can let you have a plan of the aqueduct in detail, if you wish.

DOCTOR: Very valuable.

SCIENTIST: The City Administrator can have no objection.

As SUSAN comes fwd. SUSAN: The City... of course!
Crab L to POS.G.
& pan SUSAN R, losing

IAN: What?

group, to join 3-
shot SUSAN/JOHN/
CAROL (SUSAN MOVES OVER TO JOHN AND CAROL)

SUSAN: John? That Sensorite... you said there was something odd about his clothes. It wasn't a collar was it?

JOHN: A collar, yes! That was it.

SUSAN: You see, the City Administrator's our real enemy.

IAN: The one who's just been made the Second Elder.

78. 4 F 24°
3-shot IAN/
SCIENTIST/WHO

79. 1 G 24°
3-s hot a/b
SUSAN/JOHN/CAROL

(4 next)

- 33 -

On 1: shot 79

- 34 -

80.

4 F 24°

3-shot a/b
SUSAN/JOHN/
CAROL

John

SUSAN: Yes. When/was ill he
gave himself away./

IAN: He was certainly pretty
odd with me.

DOCTOR: If you're right, Susan,
there's trouble ahead of us!
This Sensorite has power now.

Push in on IAN
as he turns

IAN: And what's worse, we
gave him that power.

81.

3 C 24°

CU Case
being opened.

Pull back to
see SENS 3/4

14. THE DISINTEGRATOR ROOM.

BOOM A3/

GRAMS
Q RP 1

(THE THIRD SENSORITE
ENTERS LEADING THE
FOURTH SENSORITE.
HE CARRIES A SMALL
CASE WITH HIM)

THIRD SENSORITE: You were not
to know about the Doctor changing
his coat. I have arranged your
escape prison and that is all
that matters.

FOURTH SENSORITE: I am
grateful but what use am
I now?

THIRD SENSORITE: I have a
task for you. You are
accomplished in mechanical
things.

(HE OPENS THE CASE
AND TAKES OUT
TWO OF THE
SENSORITE "R.Y
STUNNERS" AS USED
EARLIER)

(2 next)

- 34 -

FOURTH SENSORITE: What am I to do?

THIRD SENSORITE: Take out the mechanism that makes these weapons work. But they must look perfect from the outside. Can you do it?

FOURTH SENSORITE: Yes.

THIRD SENSORITE: See to it.

82. 2 E 16° / CAMS: 2E, 3D, 2D
2-shot IAN/ 15. INT. ELDER'S ROOM / BOOM C2/
WHO (IAN AND THE DOCTOR)

/3 to D FAST

IAN: There's no point in telling him stories about the Second Elder, Doctor. We must have proof.

DOCTOR: I quite agree, and the only way to get that proof is to go into the aqueduct again. Then of course, there's Susan to contend with.

IAN: Doctor, why don't you ask the First Elder if Barbara can come down here.

DOCTOR: Good idea.

IAN gives L as
ELDER 1 enters R.
see him between them, (THE FIRST
then crab R as they ELDER
sit to single ELDER 1 ENTERS)
in POS.D.

83. 3 D 24° As they sit FIRST ELDER: Please be seated./
3-shot IAN/WHO/
ELDER 1.

(THE FIRST ELDER
SITS AT HIS CHAIR

IAN: Well sir, the Doctor
and I have discussed this
poison business, and we're
convinced that your water
is being deliberately
poisoned.

DOCTOR: What we propose to
do is go down into the
aqueduct and find these
enemies of your and stop
them.

84. 2 D 16°
Single ELDER 1

FIRST ELDER: Very well, but
you will take light with you
and such armaments as we
can provide.

GRAMS
Q RP 18

(FIRST ELDER
PRESSES HIS
DISC TO HIS
HEAD FOR A FEW
SECONDS)

85. 3 D 24°
2-shot IAN/WHO
DOCTOR: Thank you./

Now we have made progress.
We have one small favour to
ask.

FIRST ELDER: Ask it.

DOCTOR: Our friend Barbara
is on the Space Ship. We
would like her to be brought
down here to the Sense-sphere./

86. 2 D 16°
Single ELDER 1

87. 3 D 24°
2-shot IAN/WHO
a/b
FIRST ELDER: It shall be
arranged./

IAN: Thank you.

DOCTOR: Good, good. This is
splendid.

On 3: shot 87

- 37 -

Crab L to see SEN
enter R. followed
by WARRIO R

IAN & WHO rise

(THE SERVANT ENTERS.

HE USHERS IN THE
SENIOR WARRIOR.

HE CARRIES THE
SMALL CASE WE
SAW WITH THE
THIRD SENSORITE
EARLIER)

As WARRIOR raises
case, quick push
in on case.

WARRIOR: I have brought the
weapons, sir.

FIRST ELDER: Thank yo u, Warrior.
Instruct them as to their use.

88.

4 G 24°
CU SEN 3.

Pull back to see
SEN 4 L.

16. EXT. FORECOURT

BOOM A4

(FOURTH SENSORITE
AND THIRD
SENSORITE)

THIRD SENSORITE: It is done.
I have given the useless
weapons to be passed to the
humans. Hide yourself!

SEN 4 leaves L.

Pull b ack again as
SEN 3 turns &
SCIENTIST enters R.

Hold 3-shot

(THE FOURTH SENSORITE
MOVES TO AN ARCHWAY
AS THE SCIENTIST
COMES INTO VIEW. HE
CARRIES THE ROLLED
UP PLAN OF THE
AQUEDUCT)

THIRD SENSORITE: What have you
there?

SCIENTIST: It is the plan of
the aqueduct, sir. The Doctor
asked for it.

THIRD SENSORITE: I shall give
it to him. Return to your duties.

(3 next)

- 37 -

On 4: shot 88

- 38 -

SCIENTIST leaves L.
SCIENTIST: Thank you, sir.

(HE HANDS IT OVER
AND TURNS AND EXITS)

Push in as SEN 4
enters L to 2-
shot SEN 4/3
THIRD SENSORITE: Quickly!
Take this. Change some of the
routes and then hand it to one
of the servants to be
delivered to the Doctor.

FOURTH SENSORITE: It shall
be done.

Push in CU SEN 3
THIRD SENSORITE: Not only shall
they go down into the Aqueduct
with useless armaments but they
shall be hopelessly lost as well.

GRAMS
Q 29

89. 3 D 24° 17. INT. ELDER'S ROOM JAMS:3D,2D /BOOM C2/
CU hand
holding ray gun. (DOCTOR AND IAN
EACH HA VE ONE
OF THE RAY GUNS)

Pull back to see
3-shot IAN/
WARRIOR/WHO

IAN: Very simple really.

DOCTOR: Careful ...

WARRIOR: The range is
considerable. The ray
paralyses up to a distance
of thirty yards.

DOCTOR: Well, remember, I'm
nearly next to you, Chesterton.
Weapons always make me nervous.
Handy little inventions all the
same. How long does paral ysis
last?

9 0. 2 D 16° WARRIOR: One hour./
2-shot WHO/
ELDER 1.

- 38 -

(3 next)

DOCTOR: (TO FIRST ELDER) This is good equipment. It's made our success certain.

FIRST ELDER: Yet I do not envy you the adventure. I still wish I could dissuade you.

DOCTOR: That brings me another problem. My Grand-daughter, Susan. To save any arguments we'll leave her behind. Perhaps you'll keep our secret until we're well and truly away, sir.

FIRST ELDER: Very well. There is no danger.

DOCTOR: After all, we have this protection, and should settle our business and be out again in an hour or so.

SERVANT enters R,
crosses to Centre

(THE SERVANT ENTERS
WITH THE ROLLED UP
MAP. HE CROSSES
TO THE DOCTOR AND
BOWS/AND HOLDS IT
OUT. DOCTOR TAKES IT)

91.

3 D 24°
4-shot IAN/
WARRIOR/SERVANT/
WHO

SERVANT leaves L.
FIRST ELDER: Ah, the map of the aqueduct. Thank you, thank you.

IAN crosses to
WHO

IAN: Well, let's get this over with Doctor.

DOCTOR: Sure you're fit now?

IAN: Absolutely.

DOCTOR: Then lead on, my boy.

As they go tighten
to 2-shot as WARRIOR (THEY GO OUT)
joins ELDER 1

On 3: shot 91

- 41 -

WARRIOR: They are brave people, sir

FIRST ELDER: We shall not regret having known them.

WARRIOR: I am glad they were innocent of killing the Second Elder, sir.

92. 2 D 9°
CU ELDER 1

FIRST ELDER: Yes. I am still anxious about that. You realise that if they did not kill my adviser, then he must have been killed by a Sensorite?

93. 3 D 24°
2-shot WARRIOR/
ELDER 1

WARRIOR: Who would do such a thing?

94. 2 D 9°
CU ELDER 1

FIRST ELDER: Who, yes. But also I ask myself, why was it done?

MIX

95. 1 B 24°
On table.

18. INT. THE LABORATORY.

BOOM BL/

(A SMALL FEAST HAS BEEN LAID OUT.

Tilt up to see
SUSAN, Crab R to
2-shot JOHN/
CAROL(fav.John)

BOWLS OF SMALL
FRUIT, DELICATE
LITTLE PLATES
AND NICE GOBLETS
OF WATER. SUSAN
IS PUTTING THE
FINISHING TOUCHES
TO ALL THIS)

GRAMS
Q RP 16

(4 next)

JOHN: I must say I've never felt so hungry.

- 41 -

CAROL: Won't it be wonderful when we can get back to Earth, John. How I yearn for a thick juicy steak.

CAROL faces
Camera

JOHN: Well, you'll have to made do with a small juicy fruit for the time being.

SUSAN enters
b7g L.

SUSAN: I wish Ian and Grandfather would hurry up. Wonder what they're talking about all this time.

CAROL: Probably trying to get us all back to the space ship.

96. 4 C 24° 19. INT. ENTRANCE TO AQUEDUCT. / BOOM A2 /
Entrance
(High angle) GRAMS
Q RP 17

IAN enters L, then WHO. They stop, then enter aqueduct

Crab L to look into entrance as they disappear.

(THEY WALK TOWARDS THE ENTRANCE AND DISAPPEAR INTO THE AQUEDUCT)

MIX 97. 1 B 24° 20. INT. LABORATORY CAMS: 1B, 3A / BOOM B1 /
CU CAROL GRAMS
Q RP 16

(3 next)

On 1: shot 97

- 43 -

Pull back as she
turns in L. to
see SUSAN/JOHN

CAROL: I'll walk over to
the Elder's Palace and hurry
them up.

SUSAN moves fwd.

Pan SUSAN/CAROL
R to door

SUSAN: Oh! would you Carol?
Thanks.

JOHN: Tell them we're starving.

CAROL: All right.

CAROL exits

(SHE LAUGHS AND
GOES OUT)

Hold SUSAN at door

SUSAN: I'm so glad you're
better now John. So is Carol.
Well, you can see that
for yourself.

98. 3 A 16°
Single JOHN

JOHN: She's had a bad time.
I've got a feeling we might
both give up space travelling
when we get back to Earth.

99. 1 B 24°
SUSAN

SUSAN: And get married?

100. 3 A 16°
Single JOHN

JOHN: Yes. She's all I
really care about. Come on.
Let's y . . . I'm
fed up waiting.

101. 1 B 24°
SUSAN

Pan SUSAN L to
join JOHN at
table
(HE OFFERS SUSAN
SOME FRUIT. SHE
TAKES ONE BUT
DOESN'T EAT)

Push in to
CU SUSAN

102. 2 F 24° 21. EXT. FORECOURT BOOM CL/

IS CAROL
entering
courtyard.

GRAMS
Q 25

(3 next on ROLLER)

- 43 -

On 2: shot 102

- 44 -

She walks into MCU

Hand appears R &
she is pulled out
of frame R.

Hold empty forecourt

(CAROL COMES INTO
SHOT THROUGH ONE
OF THE ARCHES.

THE THIRD SENSORIUM
AND THE FOURTH COME
BEHIND HER. A
HAND GOES OVER
CAROL'S MOUTH AND
SHE IS DRAGGED
AWAY)

SUP. SLIDE Next Episode
A DE SPERATE VENTURE

MIX

103. 4 ROLLER CAPTION

Starts: Dr. Who William Hartnell
Ends : Associate Producer Mervyn Pinfield

SUP. SLIDE - Producer Verity Lambert

FADE IN

SLIDE - Directed by Frank Cox BBC tv

FADE OUT

OVERALL DURATION

ROLLER TO END

CLOSING MUSIC

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